

```

VVV      VVV  MMM      MMM      SSSSSSSSSSSSS  LLL      IIIIIIIII  000000000000
VVV      VVV  MMM      MMM      SSSSSSSSSSSSS  LLL      IIIIIIIII  000000000000
VVV      VVV  MMM      MMM      SSSSSSSSSSSSS  LLL      IIIIIIIII  000000000000
VVV      VVV  MMMMMM  MMMMMM  SSS      LLL      III      000      000
VVV      VVV  MMMMMM  MMMMMM  SSS      LLL      III      000      000
VVV      VVV  MMMMMM  MMMMMM  SSS      LLL      III      000      000
VVV      VVV  MMM      MMM      SSS      LLL      III      000      000
VVV      VVV  MMM      MMM      SSS      LLL      III      000      000
VVV      VVV  MMM      MMM      SSS      LLL      III      000      000
VVV      VVV  MMM      MMM      SSS      LLL      III      000      000
VVV      VVV  MMM      MMM      SSS      LLL      III      000      000
VVV      VVV  MMM      MMM      SSSSSSSSSS  LLL      III      000000000000
VVV      VVV  MMM      MMM      SSSSSSSSSS  LLL      III      000000000000
VVV      VVV  MMM      MMM      SSSSSSSSSS  LLL      III      000000000000
VVV      VVV  MMM      MMM      SSS      LLL      III      000      000
VVV      VVV  MMM      MMM      SSS      LLL      III      000      000
VVV      VVV  MMM      MMM      SSS      LLL      III      000      000
VVV      VVV  MMM      MMM      SSS      LLL      III      000      000
VVV      VVV  MMM      MMM      SSS      LLL      III      000      000
VVV      VVV  MMM      MMM      SSS      LLL      III      000      000
VVV      VVV  MMM      MMM      SSS      LLL      III      000      000
VVV      VVV  MMM      MMM      SSS      LLL      III      000      000
VVV      VVV  MMM      MMM      SSSSSSSSSSSS  LLLLLLLLLLLLLLLLL  IIIIIIIII  000000000000
VVV      VVV  MMM      MMM      SSSSSSSSSSSS  LLLLLLLLLLLLLLLLL  IIIIIIIII  000000000000
VVV      VVV  MMM      MMM      SSSSSSSSSSSS  LLLLLLLLLLLLLLLLL  IIIIIIIII  000000000000

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SSSSSSSS	CCCCCCCC	RRRRRRRR	DDDDDDDD	EEEEEEEEEE	FFFFFFFFFF	
SSSSSSSS	CCCCCCCC	RRRRRRRR	DDDDDDDD	EEEEEEEEEE	FFFFFFFFFF	
SS	CC	RR	DD	EE	FF	
SS	CC	RR	DD	EE	FF	
SS	CC	RR	DD	EE	FF	
SS	CC	RR	DD	EE	FF	
SSSSSS	CC	RRRRRRRR	DD	EEEEEEEE	FFFFFFFF	
SSSSSS	CC	RRRRRRRR	DD	EEEEEEEE	FFFFFFFF	
SS	CC	RR	DD	EE	FF	
SS	CC	RR	DD	EE	FF	
SS	CC	RR	DD	EE	FF	
SS	CC	RR	DD	EE	FF
SSSSSSSS	CCCCCCCC	RR	DDDDDDDD	EEEEEEEEEE	FF
SSSSSSSS	CCCCCCCC	RR	DDDDDDDD	EEEEEEEEEE	FF

SSSSSSSS	DDDDDDDD	LL
SSSSSSSS	DDDDDDDD	LL
SS	DD	DD
SS	DD	DD
SS	DD	DD
SS	DD	DD
SSSSSS	DD	DD
SSSSSS	DD	DD
SS	DD	DD
SS	DD	DD
SS	DD	DD
SS	DD	DD
SSSSSSSS	DDDDDDDD	LLLLLLLLLL
SSSSSSSS	DDDDDDDD	LLLLLLLLLL

Version: 'V04-000'

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DEFINITIONS FOR SCREEN PACKAGE INTERFACE

Author

Tim Halvorsen, September 1978

Modified by

006	PLL3006	P. Levesque	4-Jan-1983	Added SCR\$M_NORMAL to represent no flag bits set.
005	MIR0061	Michael I Rosenblum	23-Dec-1981	Added bits to flag definition (EDIT and DECCRT)
004	JLV0080	Jake VanNoy	31-Aug-1981	Added bits to flag definition (ANSI, BLOCK, REGIS, AVO).
003	GRR0001	Greg Robert	30-Jan-1981	Added bit definitions for screen attributes
002	GRR0001	Greg Robert	16-Jan-1981	Added UP_SCROLL
001	GRR0001	Greg Robert	17-Nov-1980	Added PUT_LINE, MOVE_CURSOR, SET_SCROLL

module \$SCRDEF;


```

constant(
    PUT_SCREEN
    , GET_SCREEN
    , ERASE_PAGE
    , ERASE_LINE
    , SET_CURSOR
    , DOWN_SCROLL
    , SCREEN_INFO
    , PUT_LINE
    , MOVE_CURSOR
    , SET_SCROLL
    , UP_SCROLL
) equals 0 increment 1 prefix SCR tag $C;

/*
/*      DEFINE BIT MASKS AND VALUES FOR SCREEN ATTRIBUTES
/*

aggregate SCRDEF union prefix SCR$:
    SCRDEF BITS structure;
        BOLD bitfield mask;
        REVERSE bitfield mask;
        BLINK bitfield mask;
        UNDERLINE bitfield mask;
    end SCRDEF BITS;
    constant 'NORMAL' equals 0 prefix SCR$ tag M; /*no bits set
end SCRDEF;

/*
/*      DEFINE FORMAT OF SCR$SCREEN_INFO RETURN BUFFER
/*

aggregate SCRDEF1 structure prefix SCR$:
    FLAGS OVERLAY union;
        FLAGS longword unsigned;
        FLAGS BITS structure;
            SCREEN bitfield mask;
            ANSICRT bitfield mask;
            REGIS bitfield mask;
            BLOCK bitfield mask;
            AVO bitfield mask;
            EDIT bitfield mask;
            DECCRT bitfield mask;
        end FLAGS BITS;
    end FLAGS OVERLAY;
    WIDTH word unsigned;
    PAGESIZE word unsigned;
    DEVTYPE byte unsigned;
    FILL 1 byte dimension 11 fill prefix SCRDEF tag $$;
    constant 'LENGTH' equals . prefix SCR$ tag K;
    constant 'LENGTH' equals . prefix SCR$ tag C;
end SCRDEF1;

/* SCREEN PACKAGE REQUEST TYPES
/* SCR$PUT_SCREEN
/* SCR$GET_SCREEN
/* SCR$ERASE_PAGE
/* SCR$ERASE_LINE
/* SCR$SET_CURSOR
/* SCR$DOWN_SCROLL
/* SCR$SCREEN_INFO
/* SCR$PUT_LINE
/* SCR$MOVE_CURSOR
/* SCR$SET_SCROLL
/* SCR$UP_SCROLL
/* FLAGS LONGWORD
/* 1 = SCREEN ORIENTED, 0 = SCROLLING
/* ANSI TERMINAL
/* REGIS TERMINAL
/* BLOCK MODE TERMINAL
/* ADVANCED VIDEO TERMINAL
/* TERMINAL HAS EDIT CAPABILITY
/* TERMINAL IS A DEC CRT
/* WIDTH OF EACH LINE
/* LINES IN SCREEN
/* DEVICE TYPE (SEE $DCDEF)
/* (RESERVED)
/* LENGTH OF INFO RETURN BUFFER
/* LENGTH OF INFO RETURN BUFFER

```

SCRDEF.SDL;1

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end_module \$SCRDEF;

SRI

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en
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